

3D STARSTRIKE

AMSTRAD CPC 464

" . . . suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy, they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation the Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these, however, an attacker was forced to run the gauntlet of the base's heavy ground and space defences. To penetrate these a new generation of starfighter was created – the STARSTRIKE series . . ."

TO LOAD TYPE: RUN" (ENTER)

INSTRUCTIONS

Section
1 – Shoot enemy ships and fireballs
2 – Shoot ground bases and fireballs, avoid hitting towers and ground bases. Shoot tower-tops for extra bonus.
3 – Shoot fireballs. Avoid obstacles in trench.
4 – Shoot reactor pods between rotating towers to deactivate force field.

Operation	Joystick	Cursor	Keyboard
Dive (down)	Forward	↓	[**Shift**] (either)
Climb (up)	Backward	↑	[**Caps lock**], [**Enter**] (large)
Left bank	Left	←	<,L,∅,1,4,7 (numeric pad)
Right bank	Right	→	>,*,3,6,9, [**Enter**] (small)
Fire	Button	[**Copy**]	[**Space**], •,2,5,8 (numeric pad)

GENERAL

ESC ....Pause/Resume
DEL ....Abort game (when paused)



R.R.P. £6.95


GAMES
3D
STARSTRIKE
CPC
464

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REALTIME GAMES SOFTWARE

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